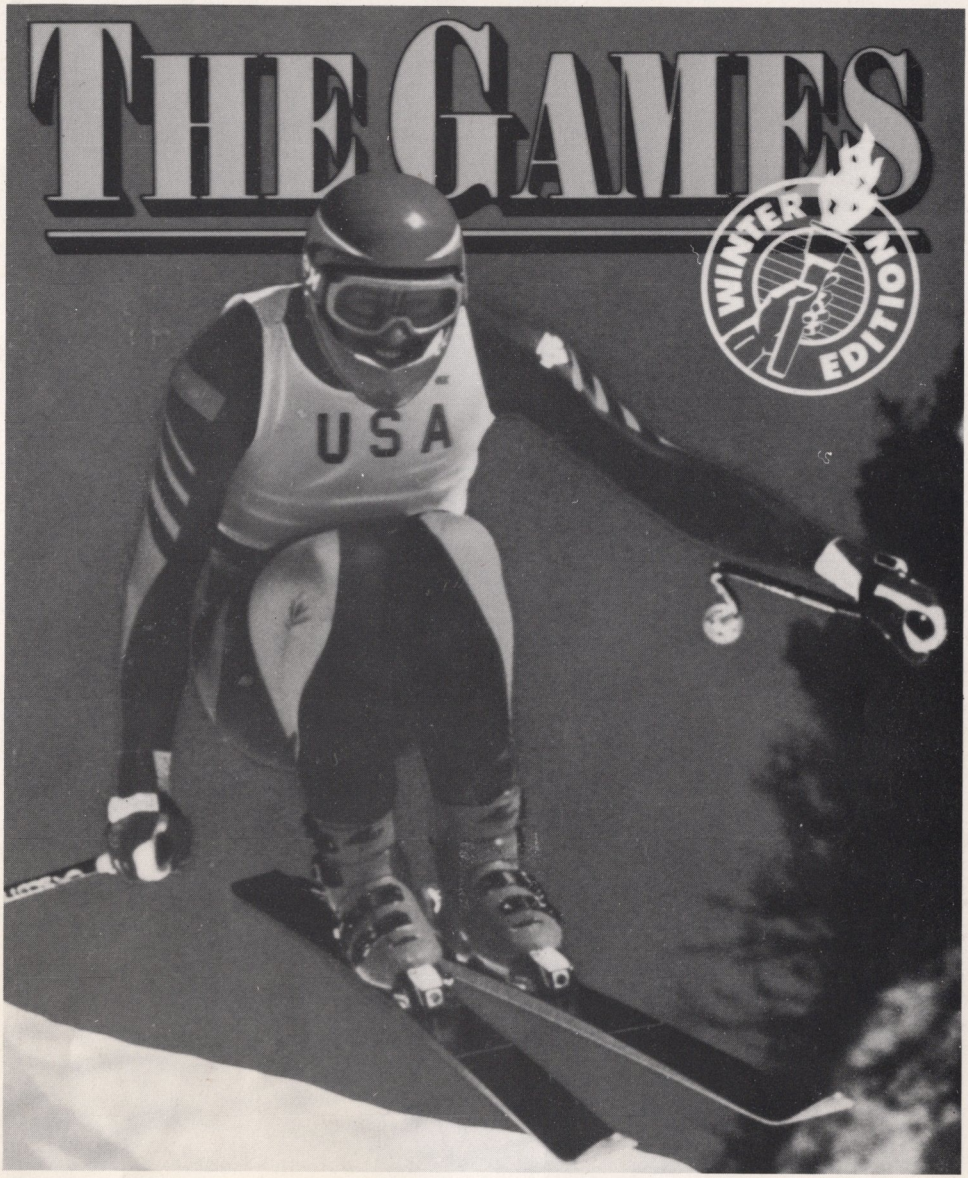
EPYX®



Instruction Manual

for Commodore 64®/128,™ Apple® II series, IBM® PC and compatibles

Once in a Lifetime...

The Games in Canada. People all around the world have spent months, years and, in the case of the athletes themselves, *lifetimes* preparing for this momentous event. And now you can be a part of the excitement yourself. Not just by sitting in front of your television. But by actually competing in computerized simulations of these historic events. These seven simulations have been designed with input from former U.S. Team contenders.

Select from four different collision courses — where every turn is a test of reflexes, timing and nerves — in THE LUGE event.

Choose your own music *and* your own choreography when you enter the FIGURE SKATING event. Muster all your strength and endurance to put yourself ahead of the game in SPEED SKATING.

Go from 0 to 60 in the lightning-fast DOWNHILL SKIING races — complete with your own strategically placed video cameras. Make your way through one of four progressively difficult courses in the SLALOM. Sail through the air in the daring SKI JUMP. Or cross the threshold of pain in the CROSS COUNTRY event.

No matter which events you choose to compete in, one thing is certain: it's going to take great practice, patience and plain old hard work to go for the Gold.

But you can do it. And what's more, you're going to have a great time trying!

Loading and Start Up

For Commodore 64®/128™

- Set up your Commodore Computer as shown in the owner's manual. (**Note**: For Commodore 128, set system to C64 mode.)
- Turn on your computer and disk drive.
- Plug a joystick into port **#2**. (Try the EPYX 500XJ joystick for record-breaking scores!) (**Note**: For 2-player games, plug second joystick into Port **#1**.)
- Insert diskette into drive and type **LOAD "*",8,1** and press **RETURN**.

A Note About Disk Swapping

Due to the scope, complexity and realism in *THE GAMES — WINTER EDITION*, it takes up three sides of two disks. Remember to simply follow the prompts on the screen when asked to load a particular side of a disk. The side you are loading will always be facing up.

With the EPYX FASTLOAD™ cartridge

- Turn on the computer and disk drive
- Insert *THE GAMES — WINTER EDITION* disk into the disk drive, label side up.
- Press the **C=** (Commodore) key and the **RUN/STOP** key to load the program.

For the Apple® II series

- Set up your Apple computer II as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual or refer to the keyboard command card for keyboard controls.
- Insert *THE GAMES — WINTER EDITION* disk into the disk drive, label side up.
- Turn on the computer.

For the IBM® PC and compatibles

- Set up your IBM PC or compatible as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual or refer to the keyboard command card for keyboard controls.
- Insert your **DOS** disk into the disk drive (drive **A** on a two drive system), and turn on your computer.
- When DOS is loaded, insert *THE GAMES — WINTER EDITION* disk into the disk drive, label side up.
- Type the command **GAMES**, and press **Enter** to load the program.

A Word About the Music

If you have your sound system hooked up to your computer, you will most definitely want to take advantage of it when playing *THE GAMES — WINTER EDITION*.

The Options

Once the game is loaded, you will see the title screen, followed by the OPTIONS SCREEN.

From the OPTIONS SCREEN, if you select numbers 1 or 2, you will attend the OPENING CEREMONIES before you actually begin the competition. After all the events have been completed, you will also attend the CLOSING CEREMONIES. (See CLOSING CEREMONIES, page 15.)

The Opening Ceremonies

The first thing you'll notice is the city's magnificent skyline. You'll then proceed to the stadium where you'll witness the legendary lighting of the Torch. Amidst the patriotic and personal dreams of hundreds of thousands of participants and spectators, The Games are about to begin.

Selecting Options

These are the five different OPTIONS, plus three viewing OPTIONS that you can select from:

1.) Compete in All Events
2.) Compete in Some Events
3.) Compete in One Event
4.) Practice One Event
5.) Number of Joysticks: 1 (2)*
6.) See World Records
7.) Opening Ceremonies
8.) Closing Ceremonies

To select an option: Move the joystick **UP** or **DOWN** to highlight the number of your choice. Then press the **FIRE BUTTON**. Or select a number by using the keyboard and then press **RETURN**.

* Be sure to indicate the number of joysticks by highlighting **#5** and pressing the **FIRE BUTTON** until the correct number reads on the screen. This way the computer will always "know" which player is using which joystick. Here's what you'll find within each option:

Competing in Events

When you select OPTIONS 1, 2, or 3, you will have the opportunity to enter the names and countries of each contender.

To select your country: Choose from 17 countries. Simply move the joystick to highlight the flag of the country of your choice.

Note: By pressing the **FIRE BUTTON**, you will hear the national anthem of the country whose flag is highlighted.

To enter your name: Type your name from the keyboard and press **RETURN**. To make deletions, corrections or additions simply use the normal word processing keys. To clear all the names off the screen, press **SHIFT** and **HOME** simultaneously.

After all your selections are made: Press **F7**

Practice an Event

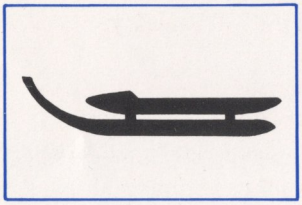
You will not need to enter your name or country here. Just select the event that you wish to practice. Once you've completed a practice session, you will be asked to if you want to practice the event again. Press "**Y**" on the keyboard to answer "YES," "**N**" for "NO" (or use the joystick).

See World Records

Throughout all competitions your scores and times are carefully recorded. To view them, select this option.

Opening and Closing Ceremonies

To watch either of the ceremonies again, select one of these options.



The Luge

Daring. Unwavering skill. And a touch of winter madness. That's what it takes to brave the searing pace of one of the Games' most thrilling events: The Luge.

You'll lie prone — feet first — on a sled that's technologically designed to assault time. You'll strive to make the most of every curve, every straightaway and — most of all — every muscle in your body. What a wild way to earn your gold!

The Event

The Luge is a type of toboggan designed for the utmost in aerodynamic efficiency. The Luge event takes place on a specially designed and constructed refrigerated course. The courses range from 1000m in length for men to at least 700m for women with an average grade of 8—11%.

History

Though tobogganing began in the sixteenth century, lugeing itself began in the late nineteenth century in the Alps. The first international race was in 1883 and the first world championships were held in 1955. But it wasn't until 1964 that The Luge was first included in the Games.

The Strategy

Luge riders attempt to achieve the best possible speed, first by grabbing the handles set into the starting position and rocking back and forth to create momentum. Then, by digging spiked gloves into the ice for added speed as they take off. And, finally, by correctly positioning themselves both in the luge and on the track.

Competing

Choose a Course. To do this, highlight the desired course by moving the joystick **UP** or **DOWN**. Then press the **FIRE BUTTON**.

Note: All contenders for a given Luge event must compete on the same course.

Launch your Luge. Just as in the official event, you will have 30 seconds to complete your launch. First position yourself on the launching area by pressing the **FIRE BUTTON** to simulate grabbing the handlebars. Continue pressing the button as you push the joystick **FORWARD** and **BACK** to build momentum. When you're ready to shove off, release the **FIRE BUTTON** and press **FORWARD** as fast as possible on the joystick.

Dig In. As soon as you launch yourself, dig your spiked gloves into the ice to create additional momentum. To dig, tap the **FIRE BUTTON** quickly, repeatedly — until you hit the steep launch ramp.

Steering. Move the joystick **RIGHT** or **LEFT** to steer in those directions. You'll quickly learn that steering is very sensitive and how to go with the flow of the track.

> **Note:** All LEFT and RIGHT movements are relative to the direction in which you're moving.

Rounding the Curves. Steer your luge to the inside of each curve to take advantage of the shortest possible distance.

Speeding through the Straightaways. Keep your luge dead center on the straightaways so that it doesn't "drift" up or down.

Keep an eye on the meters. At the bottom of the screen are three meters labeled "*Steer*," *Drift*," and "*Position*." "Steer" tells you the direction you're aiming. "Drift" lets you know if you're drifting too far. And "Position" gives your distance from the sides of the track.

Scoring

All Luge contenders compete for the fastest times. The contender with the lowest time wins.

Winning Tips

In order to get that leading edge here's a few things to keep in mind.

1. Always study the course before you begin. Memorizing the order of the turns will help you steer into them.
2. Keep one eye on the three indicators: *STEER*, *DRIFT* and *POSITION*.
3. Don't forget to "dig" from the time you shove off until you reach the steep launch pad.
4. Stay away from the sides of the course. If you "bounce" off them, you will lose critical time.

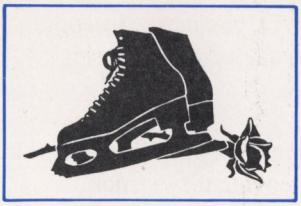


Figure Skating

Poise. Poetry in Motion. Precision. Of all the events, none undergo a closer scrutiny of skill, technique and timing than Figure Skating. And none are quite so breathtaking for the eye to behold. As you take to the ice, your muscles are filled with the excitement of knowing that this is your one big chance. And your mind is filled with the precision moves and fluid grace you've been practicing for so long. Your technique demonstrates your precision of line. Your choreography shows off the release of your spirit. And it all comes together in what could best be defined as true "art."

The Event

Figure Skating is probably the most artistic of all the events. It's performed in a rectangular rink that should not measure less than 56 X 26m. And not more that 60 X 30m. The rink must also have a good sound system since each skater provides his or her own musical background. The skates used for figure skating must have blades that are about 3mm wide and a flat to concave bottom edge. Apparel must be modest, yet allow for complete freedom of movement.

History

Historians believe that skating may be as much as 2,000 years old. But it reached its height of popularity at the end of the seventeenth century in England and France. The first world championships were held in 1896. And in 1908 the first figure skating events took place in London.

The Strategy

Figure skaters are judged in two separate areas: technical and artistic achievement. Technical points are awarded for the precision with which the skater performs at least 8 standard movements. Artistic points are awarded for choreography.

Competing

Choose your Music. The first step in planning your figure skating routine is to select your music. Here's how:

Move the joystick **RIGHT** or **LEFT** to choose the type of music for your routine. Each musical piece is represented by one of the seven musical instruments at the top of the screen. Press the **FIRE BUTTON** to make your selection. Then wait a few seconds for the music to begin. As the music plays you'll choreograph your moves to it.

Choreograph your Moves. Just as a real contender will, you must choreograph your every move. Which means you'll select and set your moves to music. Here's how:

Each of the silhouetted dancers represents a specific move. You will select your moves in the same way you selected your music: by moving the joystick **RIGHT** or **LEFT** until your selection is highlighted and then pressing the **FIRE BUTTON**. A joystick icon in the lower right corner of the screen, shows you exactly *when* to move the joystick to perform each of the moves. The length of each musical piece allows you to select up to fourteen moves. To be eligible for a top score, you must select at least one each of the 8 moves, and perform at least 10 moves throughout your routine.

Listen carefully to the music because your moves will be timed to the point in the music at the moment you selected it. And part of your score will be based on how closely you followed your own choreography. Keep an eye on the music meter at the bottom of the screen. The arrow on the meter tells you how much music is remaining so you can space your moves out to "fill" the music.

If you decide to start the choreography procedure over, rapidly press **FORWARD** twice on the joystick. When you have completed the choreography to your satisfaction, press the **FIRE BUTTON** to allow the next player to make his or her selections. When all the players have made their selections, press the **FIRE BUTTON** again to begin the performance.

The Performance

You are now ready to perform the figure skating routine you have choreographed for the judges. You must try to remember exactly the order and timing of your choreography to come as close as possible to a perfect score.

To skate around the rink: Press the joystick **LEFT** to go left, **RIGHT** to go right.

To perform a move: Press the joystick **UP**.

> **Note:** Watch your timing and be careful to perform each move exactly as you choreographed it.

The icons in the lower left corner of the screen, show you your current and upcoming moves. Also, a timebar with colored arrow in the lower right portion of the screen lets you know when to execute each move. Watch the arrow as it changes to these colors:
YELLOW — means "There are more than two seconds until your next move."
GREEN — means "Execute your move at the right point in the music." (You are within two seconds before or after the time to execute your move.)
RED — means "You are more than two seconds late to perform your move."

If you fall, press the **FIRE BUTTON** to start the move over again. When you have completed all your moves or when the music ends, your skater will stop. Press the **FIRE BUTTON** to view your score. To end your routine early, press the **FIRE BUTTON** twice rapidly. Press the **FIRE BUTTON** again for the next player's performance.

Scoring

Your score is based on both your technical and artistic performance. The technical score reflects how well you executed your moves. Your artistic score is based on how closely your moves matched the timing of your original choreography. The best possible score you could have is a 6.

Winning Tips

For that winning edge here's a few things to keep in mind:

1. When choreographing your moves, try to place them at memorable points in the music. This will help you know just *when* to perform them.
2. Certain moves will be difficult to perform in sequence. Once you discover which these are, avoid choreographing them together.
3. Practice. Practice. Practice.

Speed Skating

Sheer, rock-hard strength. Legs of steel. And unerring rhythm. These are the qualities that can send you screaming past the competition at the finish line in the Speed Skating races. You'll reach speeds no other self-propelled athletes will ever attain. Your nerves will be assaulted by the sight of your competition coming up beside you. And your heart will race with every swing of your arm, every thrust of your skates. But you keep going. Your body bent for optimum thermodynamics. Skating for the Gold.

The Event

No other self-propelled athlete can gain as much speed as a champion speed skater. Reaching speeds of up to 30 miles an hour, speed skaters can easily overtake even the fastest track runners. Speed Skaters race two at a time, counterclockwise around a track. Men compete in 500m, 5,000m, 1,000m, 1,500m and 10,000m races. Women race in 1,500m, 500m, 1,000m and 3,000m races.

History

The sport of Speed Skating goes back to twelfth century Holland where contenders raced on the frozen canals. In the nineteenth century Speed Skating caught on in the U.S., Canada and Scandanavia. The first World Championships

were held in Amsterdam in 1893. Men's Speed Skating was introduced to the Games for the first time in 1924 and the women's event was finally included in 1964.

The Strategy

Skaters compete for the fastest times. The skater with the lowest time wins.

Competing

Choose your Track. All competitors play on one of four tracks. First, use the joystick to highlight the track of your choice. Then, press the **FIRE BUTTON** to get into the skating screen.

> **Note:** All contenders for the Speed Skating event must compete on the same track.

At the Starting Line. The race starts the moment the gun goes off. But be sure and watch the bottom of the screen. It will prompt you to get on your mark, get ready, get set and — finally — to GO.

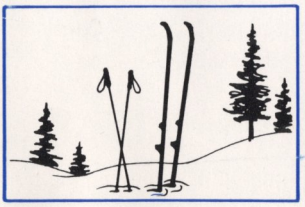
Racing. Press the joystick **RIGHT** and **LEFT** to thrust your arms and feet. Timing and rhythmic movements are critical. The smoother your moves, the faster you'll go. Press the joystick **UP** while moving **LEFT** and **RIGHT** to skate *up* over the cross-over section of the track. Press the joystick **DOWN** while moving **LEFT** and **RIGHT** to skate *down* over the cross-over section of the track. If your skater falls, press the **FIRE BUTTON** to get him back on his feet.

Scoring

The lower your time, the closer you are to taking home the Gold.

Winning Tips

1. When moving your legs left and right, remember: rhythm is everything.
2. Be sure to watch when another skater enters the cross-over section of the track.
3. Pace yourself from beginning to end to be sure to use your energy wisely.



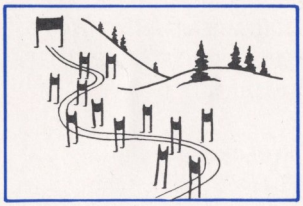
Skiing

The Events

The Skiing competition is divided into four different groups: Downhill racing, the slalom, ski jumping and cross country racing. We will describe each of these events in greater detail in the following sections.

History

Studies of rock drawings indicate that skis may have been used as a form of winter travel as early as 3,000 BC. But it wasn't until the nineteenth century in Norway that skiing was first developed as an organized sport. Skiing was introduced in the United States in the 1840's and in the Alps in the 1880's. The sport was first included in the Games in 1924.



Downhill

A free fall in white. A confidence in the forces of gravity. A oneness with the mountain herself. These are the qualities that differentiate a technical racer from a gold medal winner. As you shove off from the top of the mountain, the slope provides the power. You simply go with it. Using your poles for balance. And your mind for building the belief that this one is *yours*.

The Strategy

The downhill ski course is designed in such a way that there are no sharp ridges, ledges, bumps or other obstacles. "Gates," which consist of two flags on either side of the racing area, will mark the skier's course. And cameras can be strategically placed throughout the course. Racers are judged by their times. The lower their times, the better their scores.

Competing

Select your camera positions. There are four cameras in all. To place your cameras along the course, simply move the joystick **UP** or **DOWN** to position the camera icons and press the **FIRE BUTTON** to set them. When all four cameras have been placed, press the **FIRE BUTTON** to place your racer at the starting gate. If, for some reason, you don't want any cameras, skip this step by pressing the **FIRE BUTTON** to proceed.

> **Note:** Once cameras are set, all skiers will use the same camera views.

At the Starting Gate. To warm your player up before taking off, push the joystick **UP** and **DOWN**. To shove off from the starting gate you must firmly plant your poles into the snow. To do so, press the **FIRE BUTTON**.

Racing. Once you get going, continue to use your poles to gain speed. Also, follow these directions:

To go into a tuck (speed up): Press the joystick **UP**.
To snowplow (slow down): Press the joystick **DOWN**.
To turn right: Move the joystick **RIGHT**.
To turn left: Move the Joystick **LEFT**.
To stop yourself once you fall: Pull **BACK** on the joystick.

Changing perspectives. You'll start out in first person perspective. But as you reach each of your four cameras (indicated by red flags), the perspective will change to a third person perspective. In the third person perspective, you'll actually be watching yourself. As you ski beyond the field of view of each camera, the perspective will change back to a first person perspective.

Flips. While in third person perspective (in front of the cameras), you'll be able to show off. To do a flip, move the joystick **LEFT** or **RIGHT** while simultaneously holding down the **FIRE BUTTON**.

Scoring

Downhill skiers compete for the fastest times. The skier with the lowest time wins.

Winning Tips

1. Once out of the starting gate, use your poles repeatedly in the beginning to gain as much speed as possible.
2. Cut your turns as close to the flags (or gates) as possible. This will help cut down on your distance and speed up your time.
3. Take advantage of the straightaways to build speed by staying in the tuck position as long as possible.
4. Try to memorize the course so you'll be totally prepared for each turn and each straightaway.

Slalom

Speed. Control. And split-second timing. It's this conflicting combination of speed and control that makes the Slalom one of the most difficult of all the skiing events. As you plunge down the mountain, you must twist and turn at every flag. And as soon as you recover from one challenge, you're immediately confronted with the next — with never a second to catch your breath or relax your furious pace. Until you hit the bottom. Waiting to find out your time. Waiting to see how it compares to the others. Waiting to determine your chance for the Gold.

The Strategy

Unlike the downhill course, the slalom course twists and turns. So the contender must perform precision turns around a number of strategically placed "gates" (or flags). If the contender crashes into a flag, hits the sidelines or misses the rhythm of the course, he or she faults and gets no score.

Competing

Select your Course. To choose from the four different courses, simply move the "box" by pressing the joystick in the desired direction. As you can see, the more flags on a course, the more difficult it will be.

> **Note:** All contenders in a given race will compete on the same course.

At the Starting Gate. Press the **FIRE BUTTON** to bring your contender to the starting gate. Then wait for the starter's gun (Get set, ready, Go!) and...you're off!

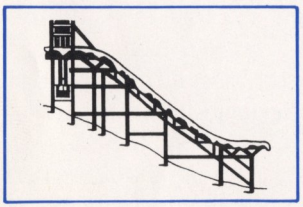
Racing. Be sure to pass *ABOVE* the first flag to get off to the right rhythm. Then move the joystick **UP** and **DOWN** to avoid the flags and descend the slope.

Scoring

The slalom skiers compete for the fastest times. The skier with the lowest time wins.

Winning Tips

1. To increase your speed, press the **FIRE BUTTON**.
2. Stay as close to the flags as possible to reduce your distance — *and* your time.
3. Build up a tight rythm.



The Ski Jump

Daredevil bravery. Nerves of steel. And total control. As the ski jumper hangs in mid-air, high above the skyline, all sounds seem to halt for that brief moment. All but the sound of the heart pounding. As you ride through the air, form counts for distance, angle counts for style points. Both timing and form are critical for a flawless landing, and for a medal-winning score.

The Strategy

This thrilling demonstration sport combines nerves of steel with precision placement. Plan your daredevil moves *before* you ski off the summit. Because there's no time for changing your mind when you're hanging in mid-air!

Competing

Down the Ramp. Follow the screen prompts to begin your jump. Then, as you travel down the ramp, follow these instructions:

To crouch (speed up): Press the joystick **UP**.
To turn right or left: Move the joystick **RIGHT** or **LEFT**.
To jump: Press the **FIRE BUTTON**.

In the Air. While in the air, remember:

To lean backward: Press the joystick **LEFT**.
To lean forward: Press the joystick **RIGHT**.
To raise your arms: Press the joystick **UP**.
To lower your arms: Press the joystick **DOWN**.
To go into landing position: At a 45° angle hold down the **FIRE BUTTON** until you hit the ground.

Changing Perspectives. You'll start out down the ramp in first person perspective. But as you jump off the ramp and into the air, the perspective will change to a third person perspective. (Which means you will be able to see yourself.)

Scoring

Your score is based on your style in the air and on your distance. To increase your style points, keep your body at a 45º angle, and enter the landing position at the last moment.

Winning Tips

1. Don't jump too soon, you'll lose distance.
2. Don't jump too late, you'll lose form and control.
3. Keep your body at a 45º angle during the fall for the best possible score on style.
4. Don't go into a landing position until the last possible second.

Cross Country Skiing

Endurance. Endurance. Endurance. It's you against time. It's you against the perils of winter. It's you against the mountain. In this test of pure physical prowess, nothing is on your side. Except for an occasional surge of gravity when you reach a dip in the course. Your heart speeds to its top capacity. Your adrenaline races. Your every muscle is operating at peak performance levels. And still, even with

all this, it's going to take more to put you in first place. It's going to take all the spirit you can muster. And then some.

The Strategy

Cross Country skiing is probably one of the most physically demanding sports in the Games. Contenders are moving constantly and often *against* the forces of gravity. If a contender stops for any more than four seconds, he or she immediately faults. The Cross Country course consists roughly of one-third uphill, one-third downhill and one-third flat terrain. There should be no sudden sharp changes of direction or slope to hamper the contender's rhythm.

Competing

Beginning. There will always be two racers on the screen at one time. If there is only one player using a joystick, your computer will "ski" for the opponent. Press the **FIRE BUTTON** to start the countdown.

Racing. When the countdown reaches "GO," begin skating by moving the joystick **RIGHT** and **LEFT**, matching the position of your skier's legs.

Going Uphill. If you begin to lose momentum on the hills, you can "step up" rather than ski up. To do so, hold the **FIRE BUTTON** down while continuing to move the skier's legs back and forth.

Going Downhill. To build up extra speed on the downhill slopes, press the **FIRE BUTTON** while moving the poles to double pole.

Scoring

Cross country skiers compete for the fastest times. The skier with the lowest time wins.

Winning Tips

1. Try to get a rhythmic motion going in your skier's legs by moving the joystick **LEFT**, then *quickly* **RIGHT**
2. Don't jerk the joystick **RIGHT** and **LEFT** too quickly.
3. Don't let your skier stop — you need the momentum to win the race.

Awards Ceremony

After each event the winning competitor's national anthem will play and the three top winners' flags will appear. For each event, the gold medal winner will receive 5 points. The silver medal winner will receive 3 points and the bronze medal winner, 1 point. After all the events are finished, the contender with the highest number of points is again rewarded and his national anthem played.

Note: To fast forward through any of the awards ceremonies, press and hold down on the **FIRE BUTTON**.

The Closing Ceremonies

Once you complete the *COMPETE IN ALL EVENTS* option, you'll automatically be invited to the CLOSING CEREMONIES. You'll return to the site of the still burning Torch. Tension will mount as contenders await the final awards ceremony — where bronze, silver and, of course, gold medals are the coveted rewards. Finally, as the sun sets behind the glistening Canadian Rockies, you'll see a spectacular fireworks display, marking the end of this truly awesome event. It's now time to bid good-bye to the host city. And good-bye to one of the most amazing spectacles of human strength and dignity: The Games.

Credits

GRAPHIC ARTISTS

Suzie Greene
Sheryl Knowles
Jenny Martin
Muffy McCosh
Matthew Sarconi
Steve Snyder
Paul Vernon

PROGRAMMERS

Edward Chu
Fuzzy Furry
Eric Knopp
Carl Mey
Scott Nelson
Kevin Norman
Edwin Reich
Al Rubin
Chuck Sommerville

SOUND AND MUSIC

Chris Ebert
Chris Grigg

SPECIAL THANKS TO

Chris Cabral
Cathy Gage

Watch for

THE GAMES™

SUMMER EDITION

Including more history making competition and pagentry.

Only from EPYX

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Part No. 197OA-60
Rev. A